Universiteit Twente
de ondernemende universiteit

Course and curriculum development for Creative Technology

Title: DE8: Digital Content Creation Tools Date: 24/5/08	Author: A. Eliens Version: 0.8

Course name	DE8: Digital Content Creation Tools
Study load	*2*
Semester	*4*
Contents	*The course will cover a range of (standard) digital content creation tools, including tools for graphic design, such as Adobe Photoshop, Illustrator, tools for movie post-production, such as Adobe Premiere and AfterEffects, and tools for 3D modelling and rendering, including Maya, 3D Studio Max and Blender. Topics addressed in the course include: forms of representation and exchange formats, interoperability and the place of the various tools in the workflow/process of content creation.* *Online reference(s):* - *http://www.adobe.com/products* - *http://usa.autodesk.com* - *http://www.collada.org*
Prerequisites	*Completion of all first year courses*
Goals and attainment targets	*The course aims at providing* - *awareness of digital content creation work flow and high-level exchange standards (in particular COLLADA).* - *familiarity with issues of exchange and interoperability* - *fluency in matching tools and content creation tasks* - *full literacy with a selection of digital content creation tools (minimally Photoshop)* *Students are expected to be aesthetically inclined, and will be stimulated to explore tools to increase their productivity and aesthetic satisfaction.*

Deleted: *mi*

Deleted: *rpor*

Deleted: *Stidio*

Deleted:

Deleted:

Deleted: *, exchange formats,*

Deleted: *in*

Deleted: *24-05-2008; 12:48*

Course and curriculum development for Creative Technology (continued)

Course name	DE8: Digital Content Creation Tools
Place in curriculum	*The course provides supplementary skills and competences for NM and DE courses.*
Application area, motivating examples	*Digital Content Creation is a vital element in all areas of (web) publishing, game development, and product design.* *It is also an area of substantial revenues in the creative industries. Both private and public education provide education in digital content creation, although usually at the lower or middle professional levels. In academic environment, the focus should not only be on content development perse, but rather on issues of interoperability, tool selection and workflow, to optimally support creative processes.*
Teaching methods	*The course will be organised around lectures, which will briefly introduce the tools, and in which issues of interoperability and data exchange will be discussed. The assignments will consist of a series of basic exercises and a final exercise* *In which the students are required to develop a moderately complex task of digital content creation.* *Regular feedback will be given in classroom sessions where students presenting their work as well as via online comments or email. Grading will be based on basic assignments, the final assignment project with documentation, as well as an essay in which a topic of choice, either technical or in which issues of interoperability, exchange and workflow support, is discussed in more depth.*
Nr of participants	
Special facilities	*computer lab & presentation facilities*

Deleted: ri

Deleted:

Formatted: Font: Italic

Deleted: 24-05-2008; 12:48